Instruction Manual

WISDOM Tree

Object of the Game

Up to four players can join in on the fun as you bravely venture through 12 food-filled lands on your way to the finish line. Start off your turn with a spin of the spinner. Watch as your character makes his or her way across the map. If you land on an action square, it's time for action. Armed only with forks, knives, and spoons, each player tries to collect as much food as possible. A lucky spin might land you on a shortcut or a bonus square. An unlucky spin might send you backtracking or cause you to lose a turn. Bible questions present themselves throughout the game allowing you to stock up on health and gold stars. Don't think crossing the finish line first makes you the only winner. In addition to the "First to Finish" award, players are rewarded for the most food collected and the most questions answered correctly. Everyone from beginners to skilled players has a chance to win playing Bible Buffet!

Getting Started

This manual is designed to show you how to play Bible Buffet on cartridge-based systems* or on disk-based systems that are 100% IBM/PC® – compatible. Game play is virtually identical on all systems, but starting the game and controlling the game are slightly different on each system.

Cartridge-Based Systems*

Insert the Bible Buffet cartridge into the cartridge slot of your system and turn the system on.

IBM/PC® or Compatible

Bible Buffet requires a minimum of 512K RAM on the motherboard, and an EGA or VGA card with 128K. It has both keyboard and joystick options.

You may install Bible Buffet on your hard drive or you may play it directly off a floppy drive. To install Bible Buffet on your hard drive, place the disk (disk 1 of 2 if you are using the 5¼"disks) into the appropriate disk drive. Switch to that drive by typing **A:** or **B:** and press "ENTER" and then type **INSTALL** and press "ENTER." Continue to follow the instructions on the screen. After installation is complete, you can play Bible Buffet by changing to the Buffet directory (type **CD\BUFFET** and press "ENTER") and type **BUFFET** and press "ENTER."

To play Bible Buffet off a floppy drive, place the disk (disk 1 of 2 if you are using the 5¼"disks) into the appropriate disk drive. Switch to that drive by typing **A:** or **B:** and type **BUFFET** and press "ENTER."

*Cartridge-based systems include Nintendo Entertainment System®, Game Boy®, Super Nintendo Entertainment System® and Sega Genesis™.

The Opening Screens

Title Screen

From the Title Screen, use the joypad to select 1, 2, 3 or 4 players.

Question Category Screen

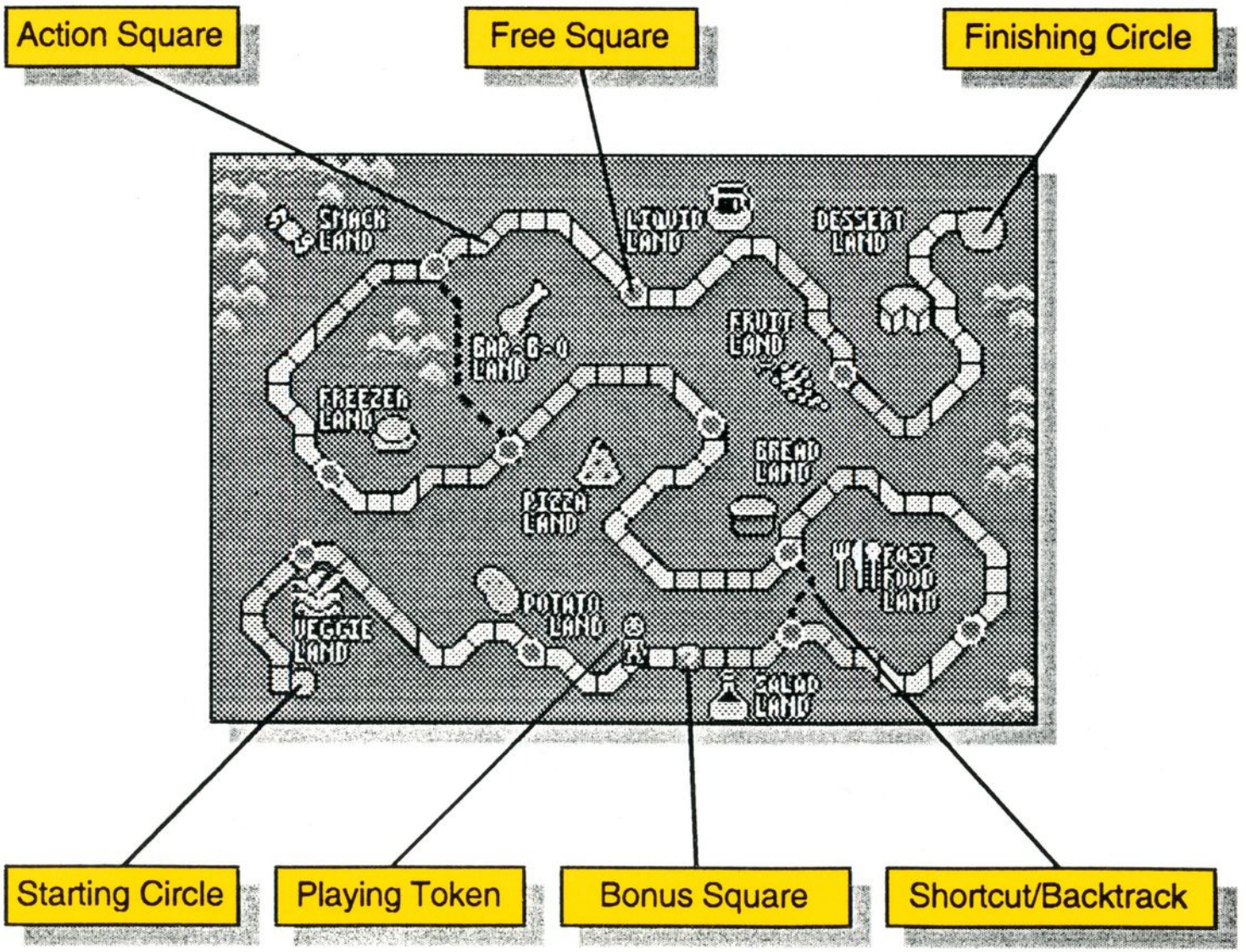
You will now be asked to enter a question category. If you open your question booklet to the table of contents, you will see a list of categories with corresponding numbers. Select the category you wish to be quizzed on and enter the category number with the joypad. Push the joypad up to increase the number and down to decrease the number. Pushing left and right moves the glowing cursor to the next number. When you have the number entered press the A BUTTON.

Name Entry Screen

From this screen each player can use the joypad to enter his or her name. If you make an error, move the glowing cursor over the left arrow and press the A BUTTON. When you are finished, move the cursor to END and press the A BUTTON.

The Playing Board

This is the overall map of the game. Think of it as a board game with a spinner. Each player takes turns spinning the spinner and taking the appropriate action when the spinner stops. This diagram identifies all the key elements of the playing board.



Action Square - If your token lands on an action square, you will enter an action screen. Action screens are the spoon-throwing, food-collecting, battle-your-way-to-the-exit screens.

Free Square - Landing on a free square lets you spin again. However, if the free square is at one end of a shortcut/backtrack, your token will automatically move to the other end of the shortcut/backtrack and your turn will end.

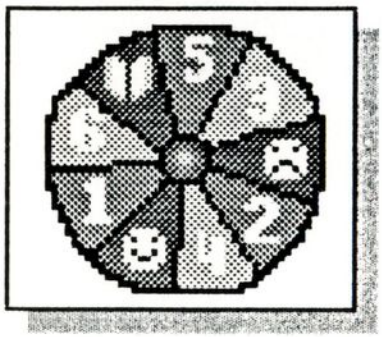
Bonus Square - Landing on these randomly placed squares not only presents you with a pop quiz but also offers you one of two prizes or one of four movements. You can pick a key, a health holder, or move ahead 1 to 4 spaces. Bonus squares randomly appear 1 to 6 spaces ahead of your token at the beginning of your turn.

Starting Circle - When the game begins all tokens are placed at the starting circle.

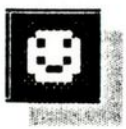
Finishing Circle - The first player to land in the finishing circle wins the "First to Finish" award. Don't let this discourage other players. Everyone has a chance to win playing Bible Buffet. Once all players have reached the finishing circle, a short reward ceremony shows which player won the "Most Pop Quiz Stars" and "First to Finish" awards as well as the amount of food each player collected.

Shortcut/Backtrack - There are two shortcut/backtracks on the playing board. One connects Salad Land to Bread Land and the other connects Bar-B-Q Land to Snack Land. If your token lands on a free square at either end of a shortcut/backtrack, it will automatically move to the free square at the opposite end. In other words, if you land on the free square in Salad Land you just saved a lot of time by using the shortcut to Bread Land. However if you are already in Bread Land and you land on the free square there, you will backtrack to Salad Land.

The Spinner



The spinner determines how far you travel during each turn (1 to 6 squares). The spinner can also stop on a happy face, a sad face or a pop quiz. Each player's turn starts with a spin of the spinner. To spin, press the A BUTTON. If the spinner stops on a number, your token will move forward that many spaces. The other three spinner positions are explained below.

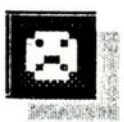


Happy Face - If the spinner stops on this picture, one of three things will happen.

❶ MOVE AHEAD 10! This lets your token move forward 10 spaces.

❷ 1 HEALTH HOLDER! This gives you another heart container.

❸ A KEY! You will receive a key which can be used on a locked door.



Sad Face - If the spinner stops on this picture, you will either lose your turn or you will go back 1, 2 or 3 spaces and lose your turn.

Pop Quiz - You will be presented with a 3-question pop quiz if the spinner stops on this picture. If you get all three questions right, you will receive a pop quiz star. The player with the most pop quiz stars at the end of the game gets a pop quiz star bonus. The questions you are asked are determined by the question category you pick at the beginning of the game.

Bible Buffet Evaluation Sheet

Game System Used On: NES® PC Game Boy® Genesis™ Super NES®

Please rate the following:	Excellent			Fair	Poor
Entertainment	A	B	C	D	F
Education	A	B	C	D	F
Biblical Accuracy	A	B	C	D	F
Challenge	A	B	C	D	F
Graphics	A	B	C	D	F
Sound	A	B	C	D	F

How did you find out about *Bible Buffet*?

Magazine Radio Newspaper Television Church Sunday School
Catalog Youth Group Bookstore Friend Ad in Box Other: _____

When did you purchase *Bible Buffet*? _____/_____/_____

What did you like most about *Bible Buffet*? _____

_____

What did you like least about *Bible Buffet*?_____

_____

What suggestions do you have for a Wisdom Tree video game?_____

_____

_____

Would you buy another Wisdom Tree video game? Yes _____ No_____

If not, why? _____

_____

_____

What game systems do you own? NES® Game Boy® Super NES® IBM/PC®

Macintosh® Atari® Sega Genesis™ TurboGrafx™ Lynx™ Game Gear™

Other: _____

Name: _____

Phone: (_____) _____ Age:_____

Address: _____

_____

☐ Please check here if you would like to receive more information on Wisdom Tree's line of video games based on the Bible. Please write us with your comments and suggestions.

Send to: Wisdom Tree, Inc.
2700 E. Imperial Hwy., Bldg. A
Brea, CA 92621

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Action Screens

If your token lands on an action square, you will enter an action screen. Here you will use your dodging skills, utensils, and preservatives blasts to collect food and make it to the exit.

Controlling Your Player

JOYPAD - Moves your player around
A BUTTON - Throws your current utensil (Genesis™ = C BUTTON)
B BUTTON - Drops a preservative blast barrel
SELECT - Selects your current utensil (Genesis™ = A BUTTON)
START - Pauses and unpauses the game
START+SELECT - Ends your turn (Genesis™ = START+A BUTTON)

Types of Food

Most of the action screens are full of food. The foods can be divided into three basic groups.

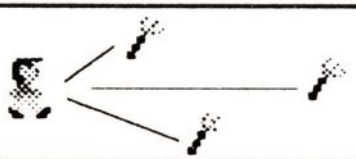
1. STATIONARY FOOD - All you need to do to collect this food is run over it.

2. WALKING FOOD - Throw a utensil (fork, knife or spoon) at this food to collect it. Most of the food will become temporarily dizzy. Once food is dizzy you can run over it to pick it up. Some walking foods require a preservative blast to become dizzy.

3. BAD FOOD - You cannot collect bad food. Avoid contact with it.

Utensils

The easiest way to collect food and protect yourself is to throw utensils. There are three utensils to choose from: forks, knives and spoons. At the beginning of the game you only have one spoon. As you progress through the game you will find utensil icons that let you collect additional spoons as well as forks and knives. Here is a description of the three different utensils.

UTENSIL	SPEED	DISTANCE	PATTERN
Spoon	Slow	Short	
Fork	Medium	Medium	
Knife	Fast	Long	

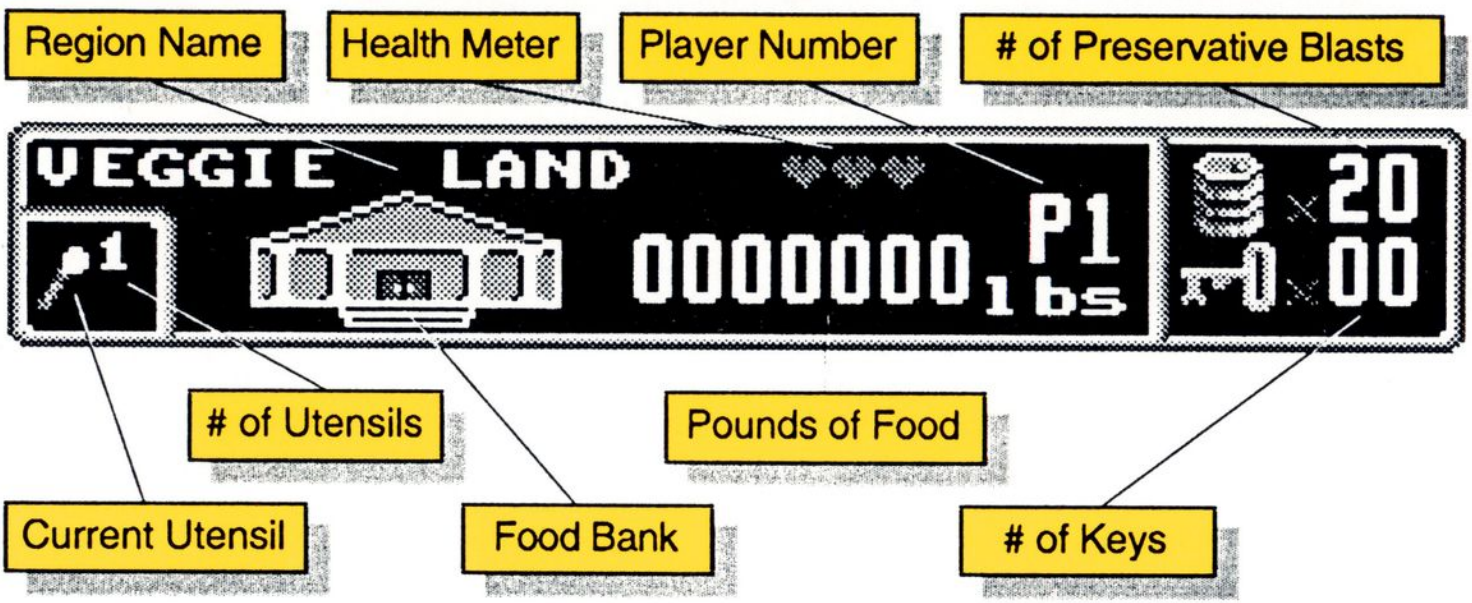
Preservative Blast

Certain types of food only become dizzy from a preservative blast. To drop a preservative blast barrel, press the B BUTTON. The barrel sits on the ground for about 2 seconds and then blasts. At the beginning of the game, you start off with 20 barrels. Throughout the levels, you can pick up additional preservative barrels. You can also use preservative blasts to open hidden passages.

Keys

You are randomly given keys by spinning a happy face or you can choose a key if you land on a bonus square. Keys are not required to finish the game. They allow you to unlock doors for extra prizes or shortcuts. Only a few screens have locked doors.

Status Bar



Game Hints

Try for as many pounds as possible. If you collect 3 food items at once, you get a 50 pound bonus. If you collect 4, you get 50 plus another 100 pounds. If you collect 5 food items at once, you get 50, 100, and 500 pound bonuses. For each food after 5, you receive an additional 500 pound bonus. To take advantage of these bonuses, try to make as many foods dizzy as possible at one location. When there are at least 3 dizzy foods at the same location, quickly run over them.

A lot of foods offer more pounds if you use a preservative blast on them or a rock to push them instead of just throwing a utensil.

There are so many foods in Bible Buffet, it would be impossible to explain how each one behaves (and it would take away the fun of exploring and learning). Pay attention to how the foods act by watching other players' turns. Good Luck!

IF YOUR GAME DOESN'T WORK

Nintendo Entertainment System®: Insert cartridge in and out of the system several times to make sure all connections are clean. If after inserting this cartridge in your system, the TV screen proceeds to flash on and off for more than 9 times, you may get an immediate exchange by exercising the steps listed below.

Game Boy® or **Sega Genesis™**: Insert cartridge in and out of the system several times to make sure connections are clean. If cartridge still fails to work, you may get an immediate exchange by exercising the steps listed below.

IBM/PC® or **Compatible:** Check to make sure your computer system meets the minimum requirements listed on the back of the box. This game will not run on monochrome or CGA systems. You must have EGA or VGA. Although this software has been thoroughly tested on numerous manufacturer's systems and video cards, it is not possible to keep up-to-date with all hardware currently available. This software is designed to work with hardware that is 100% IBM®-compatible There are a few cases where an updated version of software may better meet your system's setup. However, if the software still fails to work, you may get an immediate exchange by exercising the steps listed below.

RETURNING YOUR CARTRIDGE/SOFTWARE

1. If your cartridge/software still fails to work, then call either 1 (800) 77-BIBLE or (714) 528-3456 in the USA or Canada for an RMA# (Return Merchandise Authorization No.). The 800 PHONE NUMBER IS NOT INTENDED FOR GAME TIPS. For game tips call (714) 993-6515. You will be charged $.75/min.
2. Return the cartridge/software in its original box, freight prepaid, with a copy of your sales receipt to the following address with the RMA# on the box, within the 90-day warranty period. WISDOM TREE, INC., Customer Service, 2700 E. Imperial Hwy., Bldg. A, Brea, CA 92621

PLEASE DO NOT RETURN CARTRIDGE/SOFTWARE TO STORE.

. . . where it was originally purchased. Your game system may require a special cartridge or software. We will be glad to exchange your cartridge/software and express it to you.

90 DAY LIMITED WARRANTY

Wisdom Tree, Inc., (MANUFACTURER) warrants to the original purchaser that this Wisdom Tree game, cartridge/software shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. Wisdom Tree, Inc., also warrants that the software, as originally purchased will perform in conformance with the specifications as stated in the packaging and the user manual. If a defect covered by this warranty occurs within the warranty period, Wisdom Tree will at its option repair or replace the defective cartridge/software free of charge (except for the cost of returning the original product). This warranty shall not apply if the cartridge/software has been damaged by negligence, accident, modification, tampering, unreasonable use, or by other causes unrelated to defective materials or workmanship. The provisions of the warranty are valid in the United States and Canada only.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instruction, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specification in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

REORIENT the receiving antenna.
RELOCATE the game system with respect to the receiver.
MOVE the game system away from the receiver.
PLUG the game system into a different outlet so that game system and receiver are on different circuits.

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